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UK's OFFICIAL SEGA COMIC

SONIC THE COMIC

STARRING SONIC THE HEDGEHOG™

FORTNIGHTLY

TAILS TEAMS UP WITH?

NEW SERIES

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DOUBLE SONIC!

BROTHERHOOD OF METALLIX!

SEVEN BADNIKS!

NEW STORIES

PUNCHY PARTNER REVEALED!

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1 SEPTEMBER 1995

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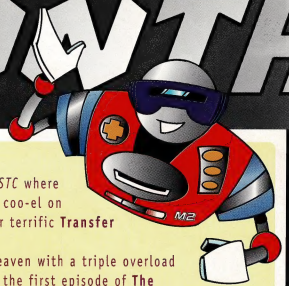
FORTNIGHTLY

CONTROL ZONE



Hey, Boomers!

Welcome to another issue of *STC* where things continue to get seriously coo-el on the free gift front (see below for terrific **Transfer** tips).

There're three steps to *STC* heaven with a triple overload of new stories ... **Sonic** stars in the first episode of **The Brotherhood of Metallix. The Revenge of Trogg** reveals a dynamic new double-act starring **Knuckles and Tails.** Cam 'n' Bert return for another cracking **Sonic's World** series - **The Seven Badniks.** Plus, B.A.R.F. wants you! See our special recruiting pin-up!

Kid Chameleon takes a final walk on the wildside in the last part of **Back to Unreality**, but don't be disheartened as **Ecco the Dolphin** returns for another splashing good series next issue! Also awaiting your pleasure circuits in *STC* 60 is a **FREE** pack of **Champions Trading Cards** - another reason to scope out the UK's only Sega powered comic!

Megadroid

THE TRANSFER ZONE!

STC presents its exclusive, not-available-in-the-shops, terrific **Transfers.** Designed to enhance your Boomer bedrooms, school bags, folders, and even your own drawings, it's up to you to position them in the best possible places. Here're some tips on how to transfer your transfers with ease ...

1) Peel off the backing sheet.

2) Select character.

3) Place the transfer face-down over a flat surface.

4) Take either a pen, pencil, or art brush...

5) ...turn upside-down and rub firmly over the back of the chosen transfer.

It should now be a case of Sonic's your uncle (or Amy's your aunt!). In other words, you should now have successfully completed your Transfer mission. Let the world - or failing that - your neighbourhood, know that you're an *STC* Boomer and a fan of good taste.

● MANAGING EDITOR: **Richard Burton**
● EDITOR: **Deborah Tate**
● DESIGNERS: **Gary Knight & Tim Read**
● ASSISTANT EDITOR: **Audrey Wong**
● COVER & TRANSFERS: **Carl Flint**
● PUBLISHER: **Rob McMenemy**

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Tel: 0181 685 2034 (Customer Services). Production: Sarah Calley. Advertising: Tom Glenister, Tel: 0171 344 6410. ISSN 0969 3041.

SEGA CHARTS COMPILED BY GALLUP (ELSPA)

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	BRIAN LARA CRICKET
2	↑	RUGBY WORLD CUP 1995
3	↓	THEME PARK
4	●	FIFA SOCCER '95
5	↑	PGA TOUR GOLF 3
6	NEW	FEVER PITCH SOCCER
7	NEW	STREET RACER
8	NEW	NHLPA HOCKEY 1995
9	NEW	NBA LIVE '95
10	↓	STREETFIGHTER 2 CHAMP EDITION

MEGA-CD

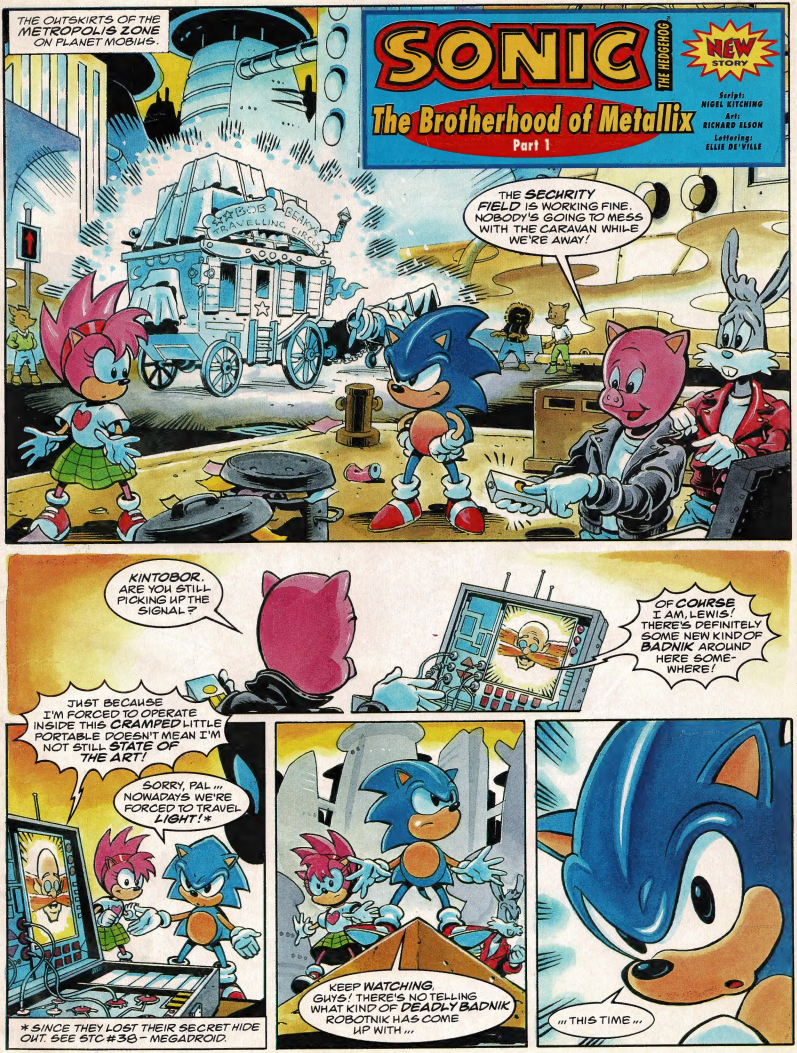
1	↑	EARTHWORM JIM
2	↑	MICKEY MANIA
3	↓	POWERMONGER
4	↓	FIFA INTERNATIONAL SOCCER
5	↑	BRUTAL: PAWS OF FURY
6	↑	REBEL ASSAULT
7	RE	STAR WARS CHESS
8	RE	GROUND ZERO TEXAS
9	↓	LETHAL ENFORCERS
10	NEW	B.C. RACERS

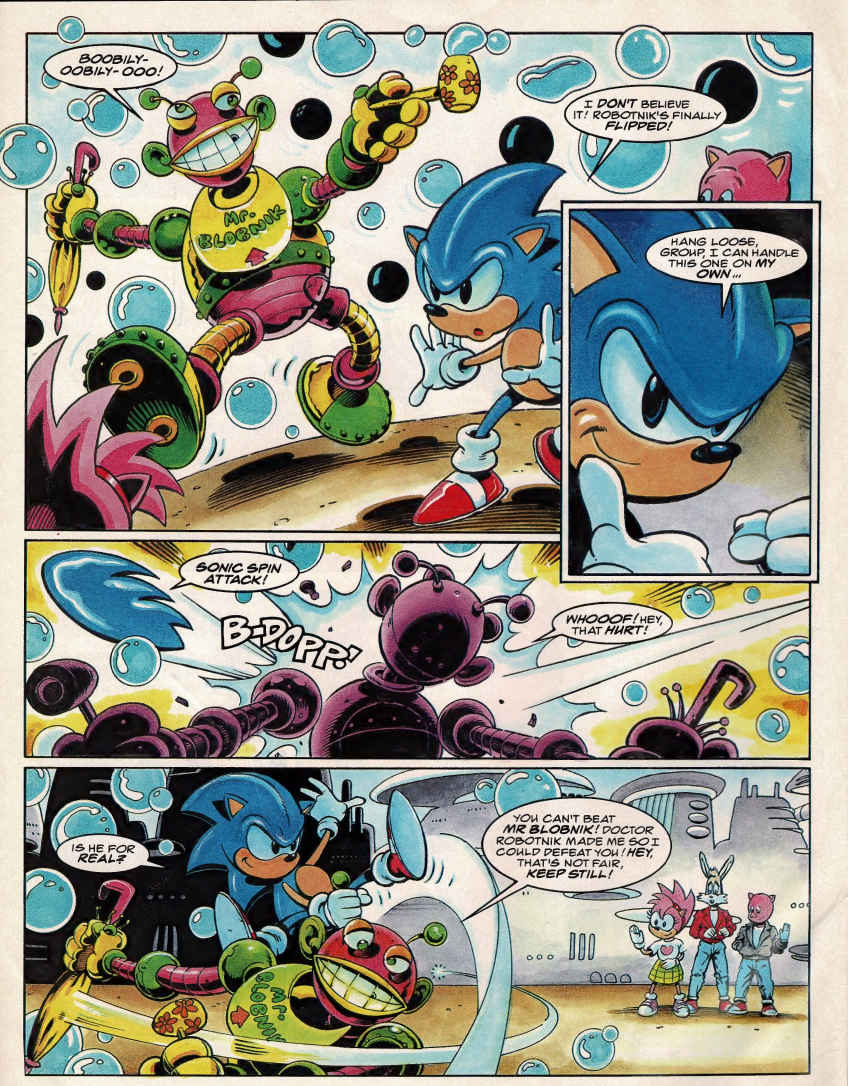
MASTER SYSTEM

1	RE	DONALD DUCK
2	●	COOL SPOT
3	●	WONDERBOY IN MONSTER WORLD 3
4	↑	BATMAN RETURNS
5	RE	DESERT STRIKE
6	↑	SONIC THE HEDGEHOG 2
7	↓	DESERT SPEED TRAP
8	↓	STAR WARS
9	↑	SONIC CHAOS
10	↓	ROAD RASH

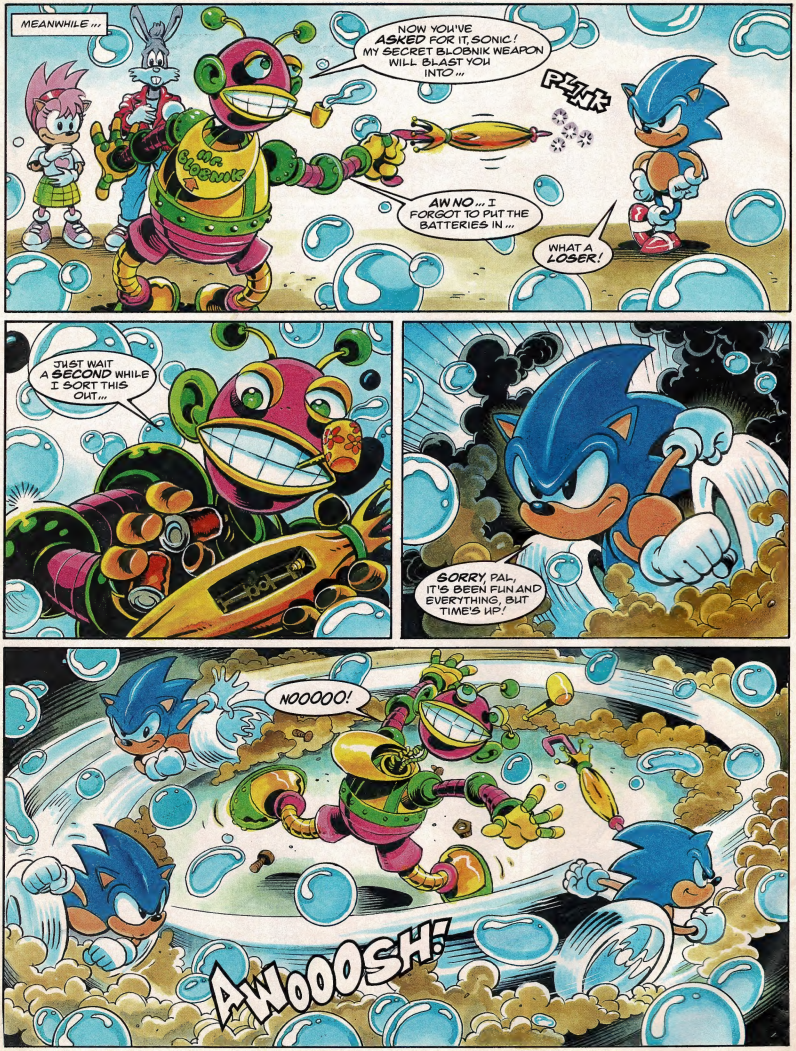
GAME GEAR

1	RE	MICRO MACHINES
2	↓	SONIC THE HEDGEHOG 2
3	●	DESERT SPEED TRAP
4	↑	JAMES POND 2 - ROBOCOD
5	↓	WINTER OLYMPICS
6	RE	MORTAL KOMBAT 2
7	↓	PGA TOUR GOLF 2
8	RE	STRIDER 2
9	↓	BATMAN RETURNS
10	RE	SONIC THE HEDGEHOG

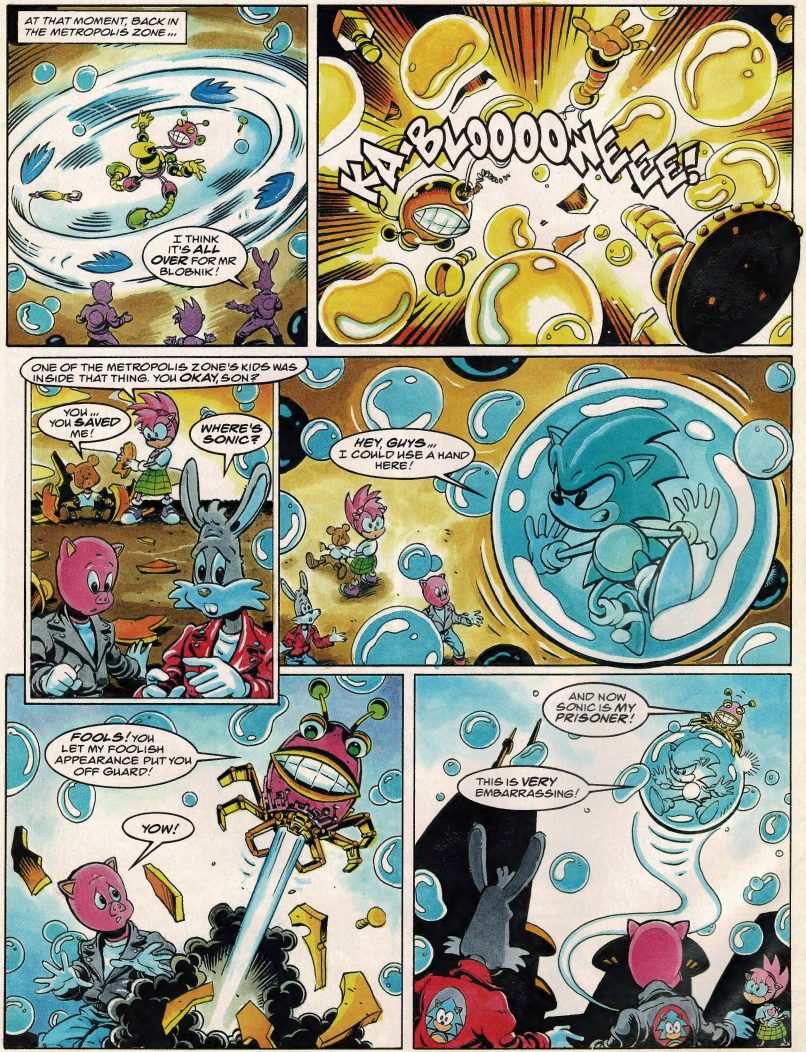

THE OUTSKIRTS OF THE METROPOLIS ZONE ON PLANET MOBIUS.
SONIC
THE HEDGEHOG
NEW STORY
The Brotherhood of Metallix
Part 1
Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELLIE DE'VILLE
THE SECHRITY FIELD IS WORKING FINE. NOBODY'S GOING TO MESS WITH THE CARAVAN WHILE WE'RE AWAY!
KINTOBOR. ARE YOU STILL PICKING UP THE SIGNAL?
OF COURSE I AM, LEWIS! THERE'S DEFINITELY SOME NEW KIND OF BADNIK AROUND HERE SOMEWHERE!
JUST BECAUSE I'M FORCED TO OPERATE INSIDE THIS CRAMPED LITTLE PORTABLE DOESN'T MEAN I'M NOT STILL STATE OF THE ART!
SORRY, PAL ... NOWADAYS WE'RE FORCED TO TRAVEL LIGHT! *
* SINCE THEY LOST THEIR SECRET HIDE OUT. SEE STC #38 - MEGADROID.
KEEP WATCHING, GUYS! THERE'S NO TELLING WHAT KIND OF DEADLY BADNIK ROBOTNIK HAS COME UP WITH ...
... THIS TIME ...

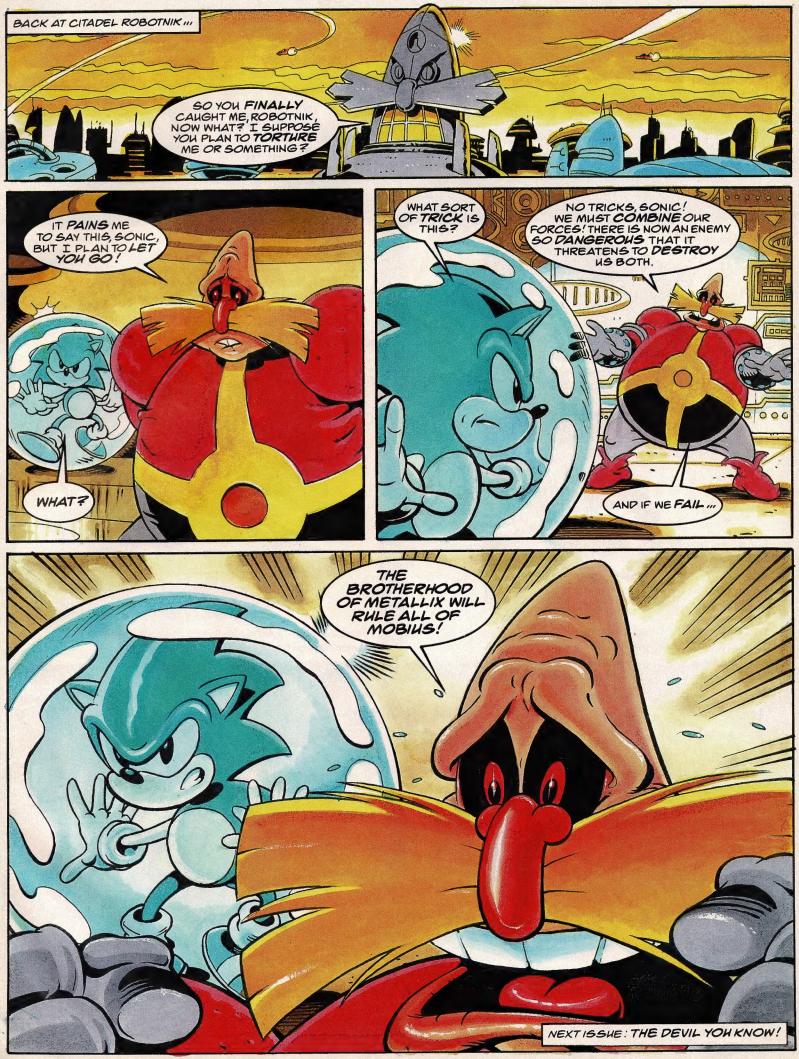

BOOBILY-OOBILY-OOO!
MR. BLOBNIK
I DON'T BELIEVE IT! ROBOTNIK'S FINALLY FLIPPED!
HANG LOOSE, GROUP, I CAN HANDLE THIS ONE ON MY OWN...
SONIC SPIN ATTACK!
B-DOPP!
WHOOOF! HEY, THAT HURT!
IS HE FOR REAL?
MR. BLOBNIK
YOU CAN'T BEAT MR BLOBNIK! DOCTOR ROBOTNIK MADE ME SO I COULD DEFEAT YOU! HEY, THAT'S NOT FAIR, KEEP STILL!

AT THE CENTRE OF THE METROPOLIS ZONE LIES DOCTOR ROBOTNIK'S NEW BASE OF OPERATIONS... CITADEL ROBOTNIK!
ALL IS GOING ACCORDING TO PLAN, GREAT ROBOTNIK!
THIS RIDICULOUS MR BLOBNIK BETTER WORK, GRIMER, OR I'LL HAVE YOUR HEAD!
IT CAN'T FAIL, MASTER!
FA-ZUMM
WH... WHAT'S GOING ON?
GRIMER, THE BROTHERHOOD OF METALLIX HAVE NEED OF YOU!
MASTER, HELP ME!
UH?
METALLIX, STOP, I COMMAND YOU! I AM YOUR MASTER, YOU FOOL! COME BACK!
FA-ZUMM
WHAT'S GOING ON? THE METALLIX PROJECT IS MEANT TO BE BUSY DEVELOPING A BADNIK VERSION OF SONIC! IF THEY ARE NO LONGER UNDER MY CONTROL THEY MIGHT BE CAPABLE OF ANYTHING!


MEANWHILE...
NOW YOU'VE ASKED FOR IT, SONIC! MY SECRET BLOBNIK WEAPON WILL BLAST YOU INTO...
DR. BLOBNIK
PLINK
AW NO... I FORGOT TO PUT THE BATTERIES IN...
WHAT A LOSER!
JUST WAIT A SECOND WHILE I SORT THIS OUT...
SORRY, PAL, IT'S BEEN FUN AND EVERYTHING, BUT TIME'S UP!
NOOOOO!
AWOOOSH!

IN THE SPECIAL ZONE IS ROBOTNIK'S OLD BASE, THE EGG FORTRESS.
NOW IT BELONGS TO THE BROTHERHOOD OF METALLIX!
THIS IS MEANT TO BE AN AUTOMATED FACTORY DESIGNED TO PRODUCE THE ULTIMATE METAL SONIC. WHAT HAPPENED?
YOU DESIGNED US TOO WELL, GRIMER. OUR PURPOSE HAS CHANGED.
WH... WHAT IS YOUR NEW PURPOSE? "N"... NOT THAT YOU HAVE TO TELL ME IF YOU DON'T WANT TO!
OBSERVE THE MAIN VIEWER.
THAT'S THE MIRACLE PLANET! ONCE DOCTOR ROBOTNIK THOUGHT HE COULD USE IT AS AN ENERGY SOURCE FOR THE ORIGINAL METALLIX!
THAT IS CORRECT. NOW WE, THE BROTHERHOOD OF METALLIX, REQUIRE THAT POWER FOR OUR OWN PURPOSES... YOU, GRIMER, WILL HELP US TO GET IT!
YES, HLP OF COURSE... IF YOU SAY SO GOOD IDEA!


AT THAT MOMENT, BACK IN THE METROPOLIS ZONE...
I THINK IT'S ALL OVER FOR MR BLOBNIK!
KA-BLOOOOM-EE-EE!
ONE OF THE METROPOLIS ZONE'S KIDS WAS INSIDE THAT THING. YOU OKAY, SON?
YOW... YOU SAVED ME!
WHERE'S SONIC?
HEY, GUYS... I COULD USE A HAND HERE!
FOOLS! YOU LET MY FOOLISH APPEARANCE PUT YOU OFF GUARD!
YOW!
AND NOW SONIC IS MY PRISONER!
THIS IS VERY EMBARRASSING!


BACK AT CITADEL ROBOTNIK...
SO YOU FINALLY CAUGHT ME, ROBOTNIK, NOW WHAT? I SUPPOSE YOU PLAN TO TORTURE ME OR SOMETHING?
IT PAINS ME TO SAY THIS, SONIC, BUT I PLAN TO LET YOU GO!
WHAT?
WHAT SORT OF TRICK IS THIS?
NO TRICKS, SONIC! WE MUST COMBINE OUR FORCES! THERE IS NOW AN ENEMY SO DANGEROUS THAT IT THREATENS TO DESTROY US BOTH.
AND IF WE FAIL...
THE BROTHERHOOD OF METALLIX WILL RULE ALL OF MOBIUS!
NEXT ISSUE: THE DEVIL YOU KNOW!

GRAPHIC ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

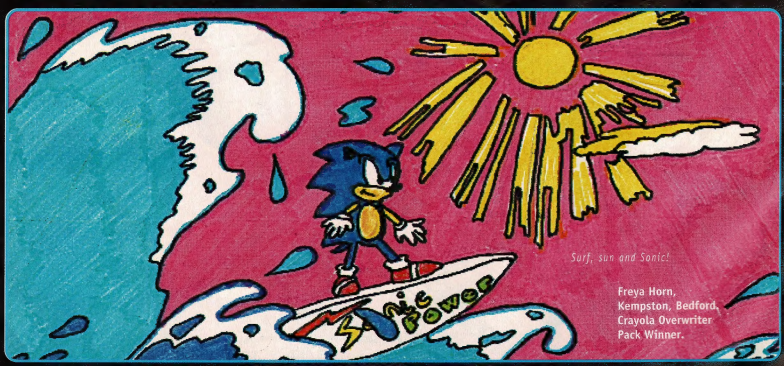
SEE THE END OF THE GRAPHIC ZONE FOR MORE DETAILS.

Cool in the shade!

Seamus Rafferty, Middlesex. MD owner. Crayola Overwriter Pack Winner.

Almost as good as gliding!

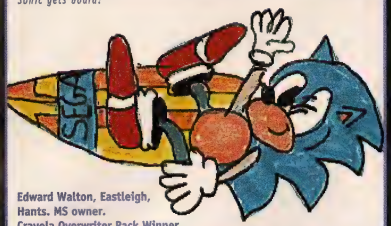
Jessica Padkin-Taylor, Leicester. MD owner. Crayola Overwriter Pack Winner.



Surf, sun and Sonic!

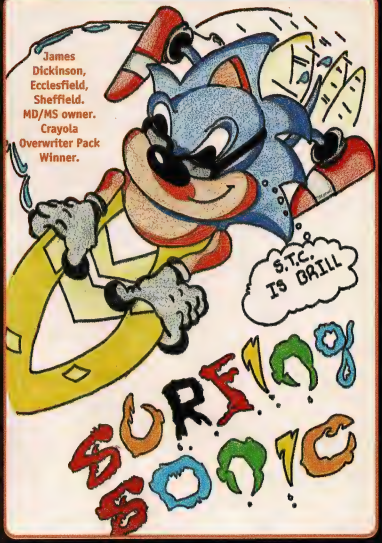
Freya Horn, Kempston, Bedford. Crayola Overwriter Pack Winner.

Sonic gets board!



Edward Walton, Eastleigh, Hants. MS owner. Crayola Overwriter Pack Winner.

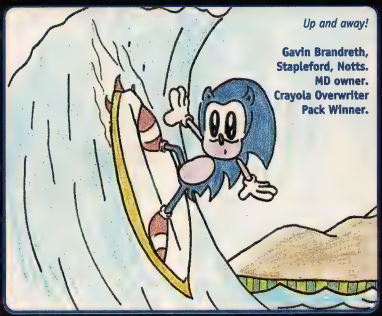
James Dickinson, Ecclesfield, Sheffield. MD/MS owner. Crayola Overwriter Pack Winner.



Daniel McCabe, Dadby, Leics. Crayola Overwriter Pack Winner.

Mega pose!

Up and away!



Gavin Brandreth, Stapleford, Notts. MD owner. Crayola Overwriter Pack Winner.

* Preferably paint on a plain white background, or use felt tip pens; avoid lined paper, pencils and crayons as they don't print as well.

* Be original and come up with your own ideas.

* Write name and address (in capital letters, please) on the back so that your prize goes to the right address.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

SCORE A BULLSEYE!

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To my newsagent,
Please reserve/deliver * a Sega-sational issue of SONIC THE COMIC every fortnight

NAME .....

ADDRESS .....

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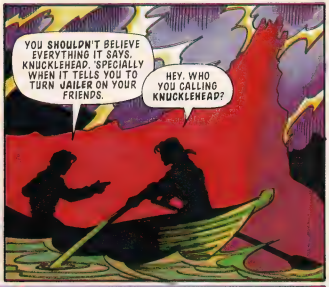
SIGNATURE .....

** Delete as appropriate*

AND AIM TO BEAT THE FORTNIGHTLY RUSH!

Original artwork: CARL FLINT

I'VE SAVED THE KIDS FROM THE VIRTUAL REALITY OF WILDSIDE. BUT MY TROUBLES AREN'T OVER. TWO PROBLEMS REMAIN--
ONE--MY SECRET'S OUT.
YOU. . .CASEY. . . YOU'RE KID CHAMELEON!


YOU SHOULDN'T BELIEVE EVERYTHING IT SAYS, KNUCKLEHEAD. SPECIALLY WHEN IT TELLS YOU TO TURN JAILER ON YOUR FRIENDS.
HEY. WHO YOU CALLING KNUCKLEHEAD?

COOL IT FOR A SECOND, BRAD! WE GOT TO WORK TOGETHER--GET BACK TO THE TELEPAD ON ISLECATRAZ!
HEY. YOU'RE THE BOZO WHO BREWED UP THIS STORM!

KID CHAMELEON

BACK TO UNREALITY! PART 6

Script: MICHAEL COOK
Art: BRIAN WILLIAMSON
Lettering: TOM FRAME

CAN'T YOU CHANGE, MAN? GET SUPER AGAIN?
NO. NEED TIME TO CHARGE MY POWERS. IT'S DOWN TO YOU AND ME.
NOW, ROW!
QUIT SPLASHING! YOU'LL GET IT ANGRY! MAYBE WE COULD STAY HERE A WHILE. IT MIGHT NOT COME BACK.
NEVER THOUGHT THE SCHOOL'S BEST ATHLETE WAS A QUITTER.
CASEY!
KERRRNCKK!
I'M NO QUITTER.

PROBLEM WAS. NEITHER WAS THE SHARK!
KRUMP!
YAARGH!
CAN YOU DROWN IN A VIRTUAL WORLD? I WAS ABOUT TO FIND OUT.
BRAD...HE'S LEAVING ME TO STAR IN JAWS PART SIX! QUITTER!
GOTTA PUSH FOR THE SURFACE FAST!
GASP!
OH, NO! IT'S CIRCLING BACK... TOO TIRED TO MOVE...
GRAB MY HAND, HERO BOY!
GOT YOU!
UNHH...CLOSE... REAL CLOSE!

BRAD... LISTEN. THANKS. YOU SAVED MY LIFE BACK THERE.
FIGURE WE'RE ABOUT EVEN. PWEEB. YOU COULD'VE LEFT ME TO ROT IN WILDSIDE FOREVER! NOW LET'S FIND THE TELEPAD.
WITHOUT MY POWERS THE ROUTE BACK TO ISLECATRAZ IS TOUGH. BRAD SEEMS TO TAKE IT ALL IN HIS STRIDE.
I THINK HE'S LEARNING WHAT I'VE ALREADY REALISED. IT DOESN'T TAKE MUSCLES TO GIVE YOU REAL STRENGTH - IT TAKES HEART!
THE PRISON WAS STILL BURNING WHEN WE REACHED IT.
THE TELEPAD IS JUST AHEAD. QUICK!
WE'VE BEATEN THE VOICE! GAME OVER!
SOMEHOW I KNEW I WAS WRONG!
THE PAD! IT'S DAMAGED!
THERE IS ONLY ENOUGH POWER TO TAKE ONE OF YOU OUT OF THE GAME!
VOICE... I NEVER MEANT TO...
SILENCE! YOU HAVE SERVED YOUR PURPOSE BY BRINGING CHAMELEON HERE. LEAVE HIM. TAKE YOUR PLACE ON THE PAD!
BUT...
DO WHAT IT SAYS, BRAD.
NO. I'VE DONE SOME BAD THINGS - JUST TO FEEL BIG. IF ANYONE DESERVES TO STAY HERE...
...IT'S ME!
BRAD, NO! MY POWERS WILL BE BACK ANY MOMENT...

YOU'LL BE TRAPPED IN WILDSIDE FOREVER!
VWORRP! VWORRP!
BRAD!
IT WAS NO GOOD. THE TELEPAD TOOK ME AWAY. BRAD FADED FROM MY SIGHT LIKE HE NEVER EXISTED.
WHAT HAVE YOU DONE WITH HIM, VOICE?
RETURNED HIM TO THE GAME. THIS IS MY REALM. I MAKE THE RULES.
AND ME?
I CANNOT LET YOU GO, CHAMELEON. YOU ARE THE ULTIMATE CHALLENGE. TO EXIT WILDSIDE YOU'LL HAVE TO TAKE ME TO THE FINAL LEVEL.
YOU DON'T KNOW WHAT YOU'VE TAKEN ON, VOICE.
I'M READY... CHAMELEON!
THE END!
WANT TO SEE THE FINAL SHOWDOWN BETWEEN CASEY AND THE VOICE? WRITE. WRITE. WRITE!

B.A.R.F.
BADNIK ARMY REPAIR
FUNCTIONARIES.

STC
PIN-UP!
ART: MARK HADLEY

The Sonic Holiday Special is packed with classic adventures, fast-moving features and turbo-charged pin-ups!

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SONIC AND KNUCKLES GO HEAD TO HEAD!

PLUS - WE TAKE A SPECIAL LOOK AT THE NEW GAME CHAOTIX!

EVEN WHEN HE'S ON HOLIDAY... THE ACTION NEVER STOPS FOR SONIC THE HEDGEHOG!

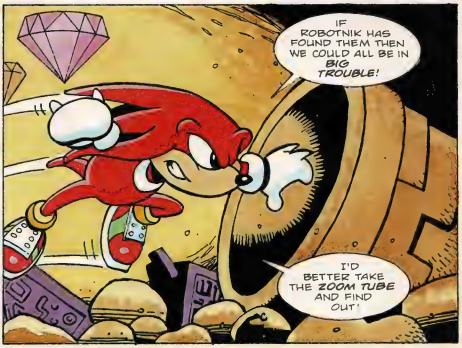
KNUCKLES™ and TAILS™

Script and art: NIGEL KITCHING Colouring: ELITTA FELL

NEW SERIES

THE REVENGE OF TROGG Part 1

PLACE: THE EMERALD CHAMBER ON THE FLOATING ISLAND.
WITH THE CHAOS EMERALDS FINALLY RESTORED, KNUCKLES IS WORKING ON GETTING ALL THE ANCIENT TECHNOLOGY BACK ON LINE.
BEEOOP!
BEEOOP!
HUH? THE SECURITY ALARM IS GOING HAYWIRE!



MOMENTS LATER IN THE MUSHROOM HILL ZONE.
BETTER GET READY FOR TROUBLE!
THAT'S STRANGE. EVERYTHING SEEMS QUIET... THE EMERALD HILL FOLK ARE JUST GETTING ON WITH BUILDING THEIR NEW HOMES.
WAIT A MINUTE... WHAT'S THAT WEIRD GLOW COMING FROM OVER THERE?
WHY IT'S... TAILS!
LOOKS LIKE HE'S IN BERIOUS TROUBLE!
WHAT'S THE LITTLE GUY DOING OUT HERE? I THOUGHT HE WAS HELPING BACK AT THE MUSHROOM HILL ZONE!

THE LITTLE GUY'S BEING KIDNAPPED ...NO TIME TO WASTE!
AAAGH! WHAT'S GOING ON?
OH NO!
SO, THE GLOWING SHAPE WAS SOME KIND OF DOORWAY INTO ANOTHER DIMENSION. WHAT IS THIS PLACE?
THIS IS THE NAMELESS ZONE, FRIEND. I WAS MERELY SUMMONING OUR CHAMPION, MILES PROWER. WE HAVE NEED OF HIS POWER!
MILES PROWER? NEVER HEARD OF HIM.
HE MEANS ME. LOOK, I CAN EXPLAIN... REALLY!
SHAMAN WARFULL, I'D LIKE YOU TO MEET MY FRIEND...
SONIC! I SHOULD HAVE REALISED, WELCOME! TAILS WAS TOLD US ALL ABOUT HOW YOU HELP HIM IN HIS ENDLESS STRUGGLE AGAINST THE VILLAINOUS DOCTOR ROBOTNIK!*
*FOR ANYONE WHO HASN'T READ TAILS' OWN ADVENTURES IN THE NAMELESS ZONE, SHAME ON YOU! - Megadroid.

SONIC HELPS YOU?..
HEH,HEH... THERE'S BEEN A LITTLE MISUNDER-STANDING!
I'LL SAY!
SHAMAN WARPULL, I MUST SPEAK TO YOU!
LATER, MY FRIEND. FIRST, I MUST TELL YOU OF THE DISASTER WHICH HAS BEFALLEN US!
THE TWO ENCHANTER KINGS HAVE BEEN TAKEN CAPTIVE!
THEY WERE CAPTURED BY THE EVIL TROGG AND TAKEN TO HIS REALM OVER THE DIMENSION BRIDGE!
FIRST WE SENT ERROL BLACKTHORN TO ATTEMPT A RESCUE!
AND THIS ERROL NEVER CAME BACK?
OH NO. HE CAME BACK ALL RIGHT, BUT SOME-THING HAPPENED TO HIM IN THE LAND BEYOND... HE WAS CHANGED!
HOW TRUE, YOU WEAK FOOLS

HOW VERY TRUE!
NEXT ISSUE: THE FATE OF ERROL BLACKTHORN!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

FIFA '95

MEGA DRIVE

SPECIAL Part 2

David Gibbon's second installment of **FIFA '95** will provide you with all the tactical ammunition you need and could help to transform you into a budding soccer star.

STRATEGY & PITCH COVERAGE

LONG BALL

A simple system that is used if you have a weak midfield, or if you just want to get the ball along the pitch as fast as possible. Basically, your strikers stand around the 18 yard box and wait for the defenders to shoot the ball to them.

ALL OUT DEFENCE

Ah, things must be tricky for you to use this. Here, your midfielders end up as your defence and your defence acts as extra goalies! Can be a good tactic if you are in the lead at half time, or if you are absolutely certain you'll get beat, this will help you gain a nil-nil draw.

ALL OUT ATTACK

If you're playing a weaker team, this will get all your players in an attacking position (maximising your scoring chances). However, be careful as it will also leave you in danger from any long balls from the opposing side. If you are going to use this, make sure you put your midfield and attack coverage run from the halfway line to your opponent's goal.

MORE BALL POSSESSION!

The B button comes in very handy while playing **FIFA '95** and has many uses which can help you become a budding Eric Cantona! For example, when the opposing side have the ball, chase after them with your nearest player by repeatedly pressing C and gain possession by tackling with the B

button. This action will either gain you possession or it will pass it to another one of your players. Once you have it, run up the pitch by repeatedly pressing B. If you get the correct rhythm, you'll find you can run through players without losing the ball. Once you're near the goal, press C for a super shot and score (hopefully!). It may take some effort to perfect but the results will speak for themselves!

SCORING WITH SWERVE!

Swerving the ball can mean the difference between you scoring and their goalie saving! So, if you're taking a shot at the goal from outside the box, watch its track very closely. If it looks like it's going to be either saved or hit the post, then press Left or Right on your D-Pad to alter its path. Many a spectacular goal has been scored using this method!

TOP TIPS

1. IMPROVE YOUR ATTACK & DEFENCE

If you conveniently forget to turn the Simulation mode on and you're playing a 4-4-2 or a 3-5-2 formation, adjust the midfield coverage so it runs from your goal to your opponents.

2. STOP ANY BUDDING RYAN GIGGS

To prevent a player from dribbling the ball past you, reduce your attack and midfield coverage to a minimum to give yourself a seven-strong defence. Although this will cause problems for the opposing side, it will also stop you from scoring so only use this method once you have a good lead or if you want a draw!

3. NEAR-GUARANTEED SCORING

Try this for an almost fool-proof way to score from a corner: if you're taking a corner to the right of the pitch, press C and Down/Left at the same time to head the ball in. Taking a corner at the other side, press C and Up/Right at the same time to head the ball into the back of the net. This will require practice to perfect, but it's worth it!

NEXT ISSUE: FIFA '95 - THE CONCLUSION.

RECORD BAKER!

The sight of an *STC* issue being dangled from Brighton beach proved too much for O'Neill Windsurfing Champion Nik Baker. Once the UK's number one was reeled onto dry land, the humes-who-think-they're-in-charge wasted no time in fishing for a few answers ...

Q: What sparked off your interest in windsurfing?

A: I was 12 years old and on holiday abroad. I was feeling bored *(pardon the pun - STC)*, but I noticed a guy windsurfing who was having fun. My father bought a board when we returned to England, learnt the basics and taught me. My father still surfs, and my younger brother Ant will be competing in Brighton in September *(see next page)*.

Q: When did you turn professional?

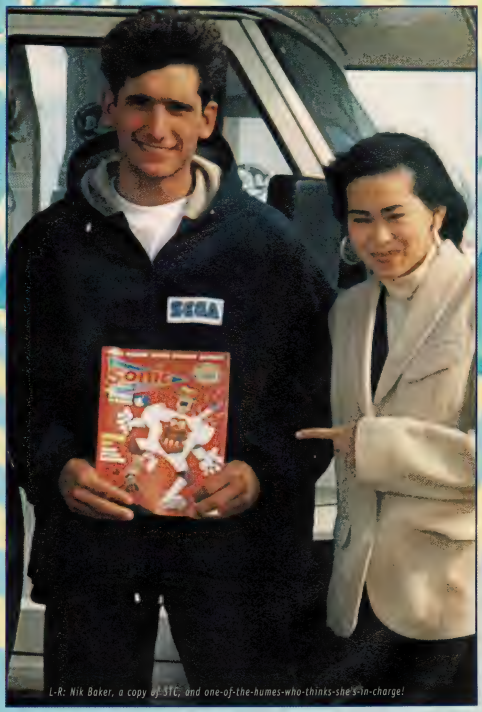
A: I turned pro and started competing in world tours around 1991.

Q: What makes windsurfing thrilling for you?

A: When I reach speeds of 45 miles per hour and jump 40 to 50 feet. In the indoor championships there are 10-15,000 people watching, which obviously adds to the excitement!

Q: What are your windsurfing achievements to date?

A: I was Indoor World Champion in '93 and '94. I was 5th overall in the Professional Boardsailers Association World Cup in '94 also. I came first last year in the UK O'Neill Windsurfing Championship and currently I am still the reigning title holder. I also won the Guincho Portugal World Cup in June.



L-R: Nik Baker, a copy of STC, and one-of-the-humes-who-thinks-she's-in-charge!

Q: Where are the best beaches in the U.K. to surf?

A: The area along the south coast is good. Shorne is as good a place as any for windsurfing. Gwithian and Marazion in Cornwall are very good for waves, so is Fistral Bay.

Q: Do you have a favourite band?

A: Believe it or not I like to relax to Guns 'n' Roses!

Q: Last but not least, what are your favourite Sega games?

A: I really like *Sonic 3* because of the 3-D stages, plus *Ecco the Dolphin* and *Virtua Racing*.

If you want to see Nik defend his position as reigning Champion, check out the O'Neill Windsurfing Championships in Brighton between 4-10th September.

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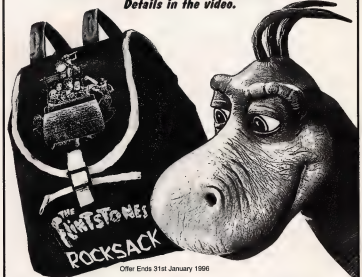

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SONIC'S WORLD

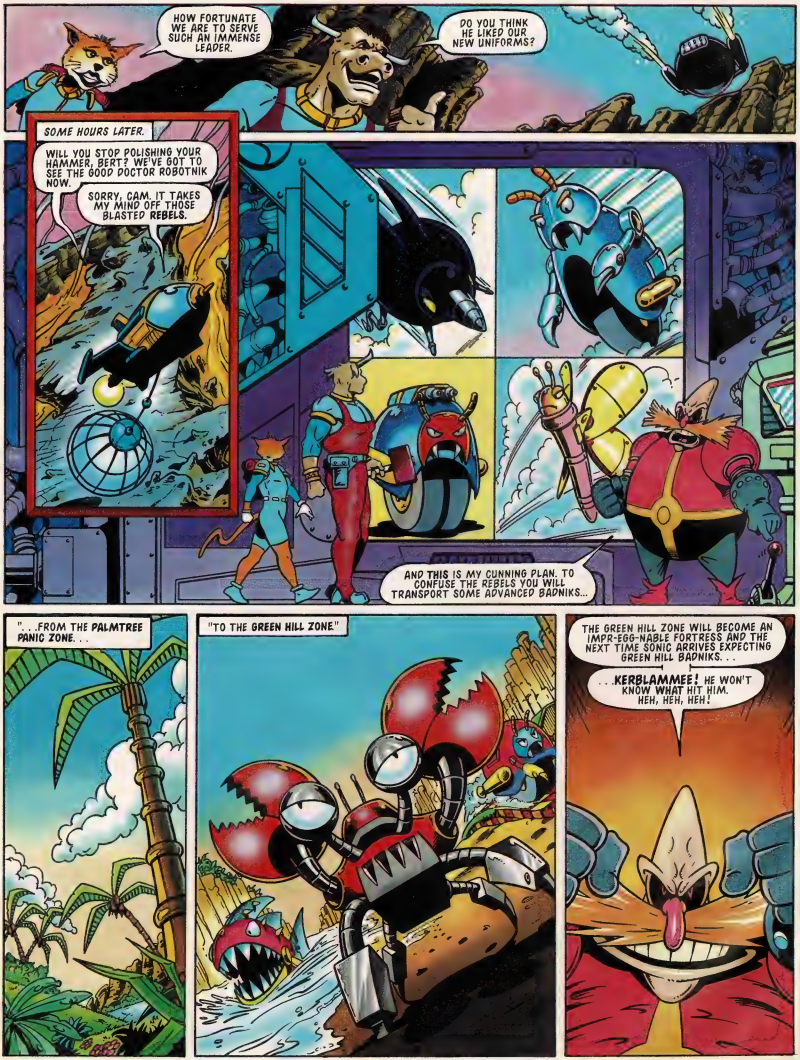
The Seven Badniks Part 1

NEW STORY

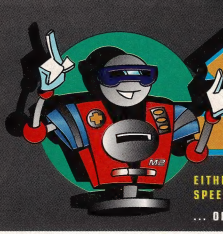
Script: Mark Eyles
Art: Mike Hedley & John Burns
Lettering: Tom Frame

BY A LAVA LAKE IN THE HILL TOP ZONE.
WHAT A GREAT IDEA, SONIC. FIRE EXTINGUISHERS!
HEY, I'M NOT JUST GOOD LOOKING, SHORT STUFF.
HEY, CHILL OUT, BADNIK!
FZZSHT
FSSHHH
KEEP COOLING THAT REXON BADNIK WHILE I...
SPIN ATTACK!
FREE! THANKS, GUYS!
THAT'S THE LAST OF THEM. LET'S GO, TAILS.

SOME TIME LATER THE BADNIK ARMY REPAIR FUNCTIONARIES" ARRIVE IN THEIR BARFMOBILE.
"THAT'S B.A.R.F. FOR SHORT. REALLY — MEGADROID.
ON BOARD, SEARCH 'N REPAIR OPERATIVES CAM 'N BERT.
OLD BLUE SPIKE'S BEEN AT IT AGAIN, BERT.
EVEN MY NUMBER ONE HAMMER WON'T BE ABLE TO FIX ALL THAT MESS, CAM.
THE HEARTLESS HEDGEHOG'S WRECKED THEM BEYOND REPAIR, BERT.
I KNOW. HOW ARE WE GOING TO TELL OUR NOBLE MASTER?
NO NEED, I'M ALREADY HERE. WHY DOESN'T THAT HEDGEHOG JUST ADMIT DEFEAT?
EVERYTHING HE TOUCHES HE DESTROYS. HE DOESN'T APPRECIATE ALL THE IMPROVEMENTS YOU'RE MAKING TO MOBIUS, EXALTED DOCTOR.
IT MAKES ME WANT TO HAMMER HE ALWAYS KNOWS EXACTLY HOW TO DESTROY THE BADNIKS. . .
...AND THE BLUE ADVERSARY ALWAYS KNOWS WHICH BADNIKS HE'S GOING TO FIND IN EACH ZONE.
INCREDIBLE. THE VERY THOUGHTS I WAS ABOUT TO HAVE! CLEAR UP THIS ZONE AND REPORT TO ME. I HAVE A CUNNING PLAN.


HOW FORTUNATE WE ARE TO SERVE SUCH AN IMMENSE LEADER.
DO YOU THINK HE LIKED OUR NEW UNIFORMS?
SOME HOURS LATER.
WILL YOU STOP POLISHING YOUR HAMMER, BERT? WE'VE GOT TO SEE THE GOOD DOCTOR ROBOTNIK NOW.
SORRY, CAM. IT TAKES MY MIND OFF THOSE BLASTED REBELS.
AND THIS IS MY CUNNING PLAN. TO CONFUSE THE REBELS YOU WILL TRANSPORT SOME ADVANCED BADNIKS...
"...FROM THE PALMTREE PANIC ZONE...
"TO THE GREEN HILL ZONE"
THE GREEN HILL ZONE WILL BECOME AN IMPR-EGG-NABLE FORTRESS AND THE NEXT TIME SONIC ARRIVES EXPECTING GREEN HILL BADNIKS...
...KERBLAMMEE! HE WON'T KNOW WHAT HIT HIM. HEH, HEH, HEH!

OUR NOBLE LEADER IS RIGHT, AS ALWAYS. BUT DOESN'T HE KNOW HOW DANGEROUS IT IS TO CAPTURE LIVE BADNIKS?
WE'LL NEED THE ARK POD, CAM.
ACTIVATING GRAPPLES.
KERCHANK!
BARFBIRDS ARE GO!
CUT THAT OUT, BERT!
THE BARFMOBILE, WITH BADNIK ARK POD ATTACHED, HEADS FOR THE PALMTREE PANIC ZONE ON THE MIRACLE PLANET.
HOW CLEVER OF OUR MIGHTY LEADER TO KNOW THE MIRACLE PLANET WOULD BE HERE.
IT'S ALWAYS HERE IN THE LAST MONTH OF THE YEAR, BERT.
I'VE GOT A BAD FEELING ABOUT THIS.
I'LL POLISH MY HAMMER, CAM.
NEXT ISSUE: BATTLING BADNIKS.



SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

CHAOTIX RULES!

Dear *STC*,

The levels and the new characters in the **Chaotix** game look great. I love the way Knuckles becomes attached to another partner. I only wish the game was available on the Mega Drive.

Christopher Bennett, Plymouth, Devon. MD owner.
Sonic Stationery Winner.

If you get a move on Chris, you can still enter STC 58's Mega Drive 32X/Chaotix Compo. Also, check out next issues' Pin-Up, starring Chaotix character, Espio the Chameleon.

RULERS RULE!

Dear *STC*,

I am in urgent need of a Sonic Stationery set because I've lost my diary and have also broken the rings on my binder. Plus, given half a chance I'd love to show off all the Sonic equipment to my friends at school!

Joseph Rubel, Clevedon, Avon.
Sonic Stationery Winner.

I like a Boomer who's straight down the line, Joe!

Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

Megadroid the Dolphin!

Eleanor Wood, Truro, Cornwall. GG/MD owner. Sonic Stationery Winner.

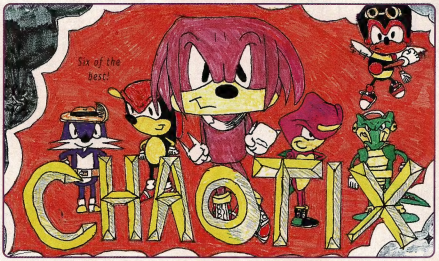
CHAOS RULES!

Dear *STC*,

After I bought **Sonic Drift Racing** on the Game Gear, I noticed the title screen said 'Sonic Drift Racing 2'. This leads me to believe that there was a *Sonic Drift Racing 1* - is this so? Also, Nack the Weasel is called Fang. Can you explain why?

Katherine Lyons, Nailsea, Bristol. GG owner.
Sonic Stationery Winner.

According to Sega sources, there was a Sonic Drift Racing 1, but it was only released in Japan. Just to confuse everyone, Nack (or Fang) is the same character, but has taken on two identities!



Glen Smith, Harlow, Essex. GG/MD/MS owner. Sonic Stationery Winner.

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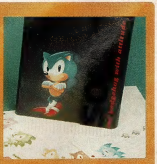
Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.



NEXT ISSUE...

NEW STORY

ECCO RETURNS!

PLUS

FREE GIFT!

CHAMPIONS TRADING CARDS!

SONIC!

THE BROTHERHOOD OF METALLIX!

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BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

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3RD CHOICE .....

YOUR RATING FOR ISSUE 59

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